

THE OFFICIAL STAR TREK[®] FACT FILES 218



Dr. Bashir Changeling
Imitating DEEP SPACE NINE's physician

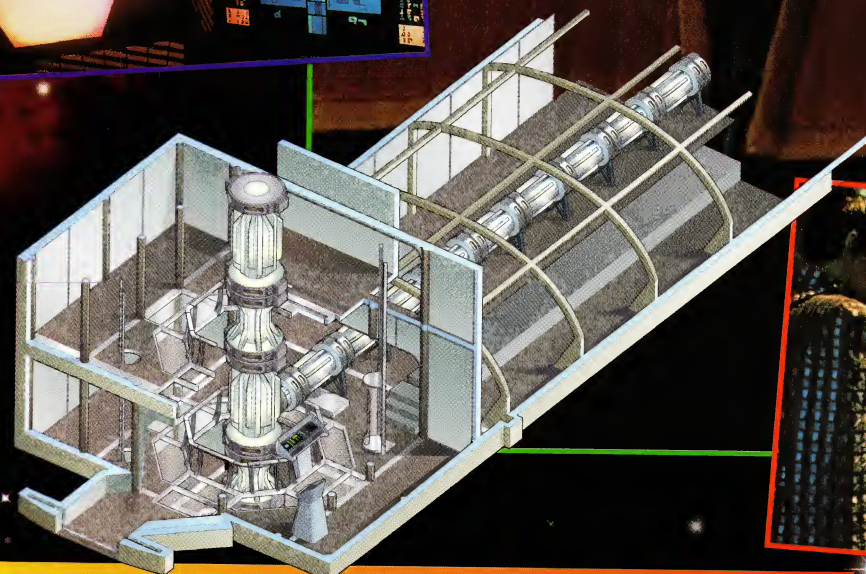
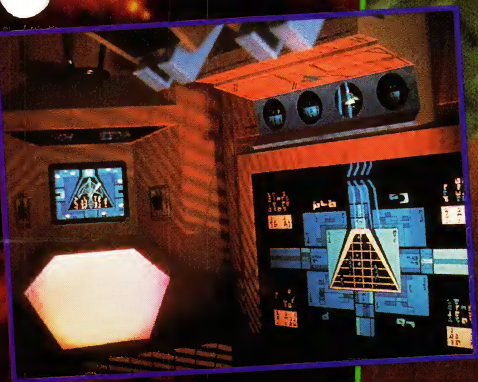
Profile on the Kad
Visiting U.S.S. VOYAGER

Mobile Forcefields
Portable protective technology



Romulan Interface Screens
Technology from the Star Empire

The Mind Control Index
Guide to brainwashing devices



U.S.S. ENTERPRISE NCC-1701
Refitted Engineering Department

ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



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The Guide to the STAR TREK Galaxy

FILE 1 CARD 75

GENETIC ENHANCEMENTS INDEX

Throughout the Galaxy there have always been some beings who are displeased with their form or skills. By the 24th century, genetic manipulation is used in a number of applications, from medical technology to illegal intelligence enhancements.

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The dangerous nature of genetic manipulation means that the Federation has outlawed non-essential procedures.

Dr. Elizabeth Dehner



Gary Mitchell

FILE 43 CARD 18

FILE 43 CARD 14

Lt. Gary Mitchell and Dr. Elizabeth Dehner gain god-like powers after being exposed to the Galactic Barrier in 2265.

"In the end, everything but my name was altered in some way." — Dr. Bashir

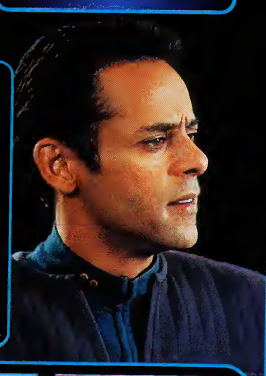
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Charlie Evans

Young Charlie Evans gains extraordinary powers from his many years in the care of the powerful Thasians.

Dr. Julian Bashir



Dr. Julian Bashir's parents resorted to illegal genetic resequencing in order to boost his intelligence levels and ensure that he did not fall behind at school.

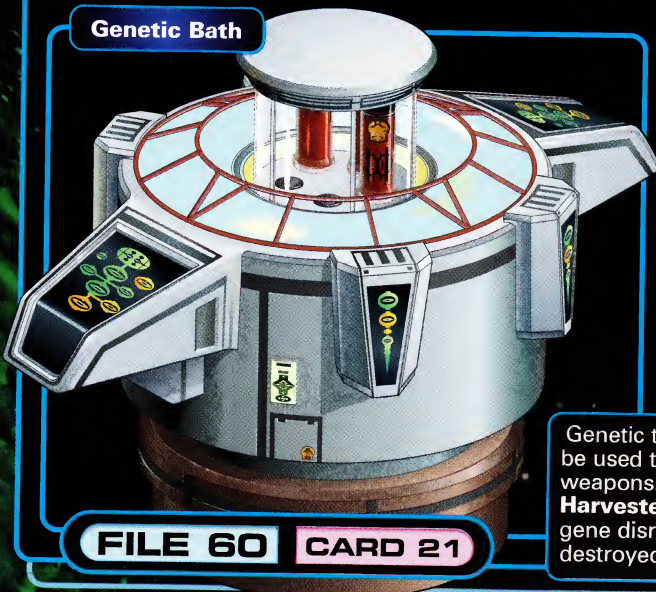
FILE 43 CARD 48

The Mutants

In 2374, Dr. Bashir befriends four humans whose genetic resequencing went awry.



Genetic Bath



FILE 60 CARD 21

Genetic technology can also be used to destroy dangerous weapons. In 2370, the deadly Harvesters, biomechanical gene disruption weapons, are destroyed in a genetic bath.

In the Delta Quadrant, the Phage-ridden Vidiian resort to genetic manipulation in the struggle against the disease that devastates their bodies — and ultimately causes death.



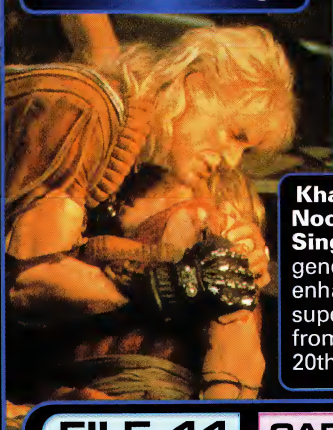
The Vidiian

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Khan Noonien Singh



Khan Noonien Singh is a genetically enhanced superhuman from the late 20th century.

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Yuta

The **Darwin Genetic Research Station** develops children with enhanced immune systems.

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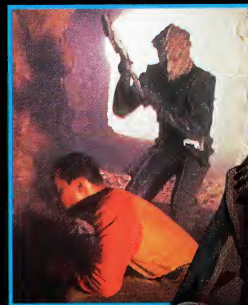
Dr. Toby Russell



Genetronic Replication

Dr. Toby Russell's revolutionary **Genetronic Replicator** allows **Worf** to receive a new spinal column in 2368.

FILE 43 CARD 97



Jem'Hadar



Like the **Jem'Hadar**, the **Vorta** have been genetically enhanced by the **Founders**. **Weyoun** once remarks that his race were "ape-like" forest dwellers until the Founders discovered them.

FILE 16 CARD 4

Vorta



FILE 16 CARD 3

GENETIC ENHANCEMENTS STARSHIP LOG: Key episodes



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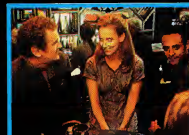
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FILE 73



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

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OTHER GROUPS
AND RACES

THE KADI

The Kadi are devoted to the worship of their mother-goddess, and self-disciplined almost to the point of asceticism. They nevertheless take a prominent commercial role in their sector, combining trade and tradition in an unusual but effective relationship with off-worlders.

The Kadi are members of a planetwide religious order in the **Delta Quadrant**. They are unusual among such extremely dedicated sects in that they do not let their devotion to their deity obstruct a profitable exchange of information and goods with their Galactic neighbors. They are a race of slightly built humanoids, most of whose physical features are covered up during the ordinary course of events, as both sexes habitually wear dark, floor-length robes reminiscent of those of a Terran monk.

The Kadi have a prominent and divided, almost lobed, forehead,

and, consequently, a raised hairline, but their appearance is otherwise unremarkable. Their demeanor, particularly when interacting with off-worlders, is reserved but cordial.

At home with the Kadi

The Kadi homeworld is known simply as the **'Colony,'** a term that indicates that it may be an offshoot from a larger, more liberal – or, depending on one's viewpoint, more immoral – society. Everyone on the Colony is raised in the teachings of the mother-goddess, though the Kadi's use of the term 'novitiate' indicates that there are different levels of service. It is possible that

one does not need to be born in the Colony to accept their faith. The Kadi do not appear to proselytize, but, given the general nature of their interaction with alien cultures, sincere converts from other races are probably welcomed.

Unlike many strict religious orders, the Kadi neither shun nor condemn outsiders; their faith is strong enough that they feel it can withstand interaction with other cultures. The naturally rich mineral deposits of their home planet attract many potential trade partners, and while they are guarded about who they deal with, subjecting new contacts to intense scrutiny and evaluation before entering

► *The Kadi's hair is concealed by a tight-fitting cowl that encircles the entire scalp and neck, leaving only the face visible.*



◀ *Kadi robes are worn over trousers; a long-sleeved jacket is worn over the robe. Sleeves extend half way down the fingers.*



negotiations, they are shrewd business-people with a keen interest in discovering more about other species.

The everyday lives of the Kadi are bound up in many religious prescriptions. They are expected to

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FIRST CONTACT

Visit to the Colony

The crew of the **U.S.S. Voyager NCC-74656** do not actually set foot on the Colony, but rather welcome representatives from it aboard their starship. Life aboard **Voyager** is very different to that on the Colony, where all food is bland and even humor seems to be an alien concept. When Tomin over-indulges aboard the Starfleet vessel, and is left inebriated and incoherent, the **Voyager** crew are as concerned that he will be banished from the Colony as they are worried about the inevitable breakdown of their trade negotiations. It would appear, however, that occasional slips from the path of righteousness are not as serious as they feared; rather than chastise Tomin, the Kadi abbot makes it clear that it is not a violation to explore new experiences. When Tomin initially tries to cover up his over-indulgence, the abbot seems disappointed that he did not take full advantage of the opportunities available.



◀ *Visitors are presented with a white sash, signifying that the Kadi's mother-goddess has blessed them.*



▲ *The Colony is an orange-brown world from orbit. The people who live here are aware of advanced technology, but choose not to make use of it.*

Designation	The Kadi
Class	M
Quadrant	Delta
Homeworld	The Colony

Inhabitants	All Kadi belong to a religious order that worships a mother-goddess. They are a somber, monastic race.
Government	Theocratic. The more a person's services to the mother goddess are recognized, the higher they rise in Kadi society.
Technology	The Kadi abstain from most technology, as using it might distract them from their religious beliefs.
Starship log	STAR TREK: VOYAGER 'Someone To Watch Over Me.'

GALAXY FACTS

- ▶ Kadi monks will not use sonic showers. They wash only in purified water, dispensed from specially constructed ablutionary fountains.
- ▶ Among the dishes sampled by Ambassador Tomin are the spicy Bajoran entrée Hasperat, and Ktarian pudding – a unique confection containing a catalytic agent to ensure that it evaporates in the diner's mouth.

observe eight daily prayer times, usually on a specially constructed prayer dais in the workplace and home. If circumstances force a person to miss the prescribed prayer, however, he or she may make an appropriate penance later. When away from the Colony, and perhaps in a region or planet with a different method of time notation, the Kadi carry a small pager device that alerts them to the correct times for worship.

No distractions

The Kadi eschew spices, scents, rich textures, or anything else that may arouse or excite the senses, in order to focus their attention on devotional contemplation. Even the presence of the opposite sex may constitute an undesirable distraction.

The Kadi worship a female deity, but there seems to be no restrictions on the professions either gender may follow in her service. The sexes work on an equal-but-separate basis, with limited interaction. The guidelines under which this restriction is circumvented or waived, in order to provide the next generation, are presently unknown.

The Kadi are familiar with the most recent advances in technology, but are judicious in their application of such systems. They prefer a simple, contemplative life to one cluttered with technological devices,

and each innovation is subjected to lengthy scrutiny before being accepted into use. They have particularly strict regulations against the use of medical procedures or treatments that have not been sanctified, though they are not opposed to medical intervention on general principle.

The Kadi have a reputation for being easily offended, but this would seem to be ill-deserved. Visitors to the Colony are greeted with the traditional welcome: "Travelers who have left the sanctity of their home, their family; we welcome you into our home, our family." This phrase has been taken up by more observant and courteous cultures as a greeting to the Kadi when representatives visit them in turn.

Despite rigorous social boundaries, the Kadi appear to take their obligations of hospitality and safe conduct for visitors very seriously. Visitors to the Colony are requested to wear a distinctive emblem – a white scarf with fringed ends – which is draped over the left shoulder. This scarf is decorated with religious sigils, and is said to be symbolic of purity and of the mother-goddess's blessing. On a more practical note, it may also

serve as a warning that an outsider is present, and excuse – to an extent – any social blunders committed through ignorance.

Rules of hospitality

When visiting other cultures, Kadi representatives are expected to behave correctly and with decorum, observing all the rituals just as strictly as if they were at home. Interaction with other

species for the purpose of learning is encouraged, and there are even subtle hints that some sampling of the new experiences offered by contact with off-worlders may be indulged – as long as one is discreet, and does not become too accustomed to such delights.

Despite their stern and forbidding aspect, the Kadi give every indication of being a completely benign people. Pacifist and shrewd but honest in their business practices, they are on excellent terms with their fellow residents in the Delta Quadrant.



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 155

THE KADI

▼ By the time of the official banquet in his honor, Tomin is so drunk he can hardly stand up. In contrast to the Starfleet officer's smart dress uniforms, Tomin's appearance is somewhat unkempt. He passes out just before security would have sedated him.

▶ Tomin delights in sampling a variety of dishes from across the Alpha Quadrant, including a number of sumptuous desserts.



▶ Tomin especially enjoys Holodeck 2, where he accesses a program containing Tria and Alandra, two flirtatious alien women.



▶ Tomin claims to have behaved impeccably when his superior returns. He is in fact suffering from a terrible hangover.

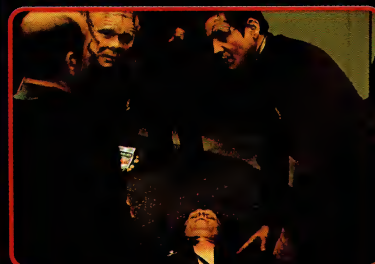


LIVING THE HIGH LIFE

Inebriated ambassador

On Stardate 52648, the Kadi Ambassador Tomin visits the U.S.S. *Voyager* NCC-74656. He is described by his superior as "an excellent judge of character," but proves less devoted to his observances than might be expected: in *Voyager's* more liberal environs, he rapidly succumbs to the temptations of gluttony, envy, drunkenness, and lust. On medical examination, Tomin is found to be missing the enzyme that breaks down synthehol in most humanoids, meaning that the normally harmless intoxicant has a devastating effect on him. If this is a characteristic of the Kadi species, rather than an aberration unique to Tomin, then there would seem to be a very sound biological reason for the Kadi's vow of abstinence.

▼ Tomin is intrigued by the more libertarian lifestyle aboard the U.S.S. *VOYAGER*, and soon gets blind drunk on the usually harmless beverage synthehol.



▶ Tomin's enthusiastic sampling of *VOYAGER's* pleasures leaves him unconscious.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

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OTHER GROUPS
AND RACES

'ALLEGIANCE' ALIENS

In 2366, a mysterious Alpha Quadrant race kidnaps several individuals, in order to study their reactions to various stimuli. The aliens are very careful, however, not to give away any information on themselves.

In 2366, a mysterious, unnamed group of aliens develop a curiosity about the behavioral patterns of humanoid life forms. To satisfy their thirst for knowledge, they abduct individuals from many species, and place them among other abductees in extreme or stressful situations. Unknown to the abducted parties, one of their number is actually one of these alien abductors, masquerading as another life form so that the reactions and experiences of the prisoners can be observed at close hand. The anomalous individual placed within a group is usually

someone who has been abducted and observed on a previous occasion. This thoroughness ensures imitative behavioral patterns that are consistent with that particular individual's race, rendering exposure unlikely.

Great powers

The aliens are immensely powerful by Federation standards, and are able to carry out their abductions from areas as secure as Federation starships. To ensure their experiments are not interrupted by those searching for missing colleagues, the aliens provide replacements for their kidnap victims, in the

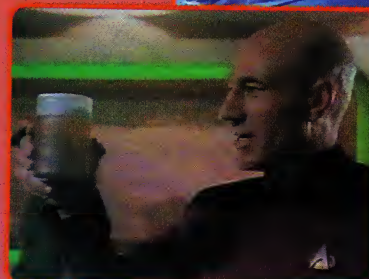
form of modified members of their own species: their matter transmitters create simulacra identical in every respect, even down to the endryllic connection of the the victim's brain. The duplicate is also capable of undergoing Starfleet medical tests without displaying any discrepancy. It is not known why the aliens should wish to study the original article when they are capable of creating a duplicate accurate enough to fool the original's closest friends and colleagues for extended periods of time.

The location and name of the aliens' home planet is

► The unnamed race of aliens claim to have no concept of morality, and appear to care little about the damage they are doing to their victims.



◀ An alien impostor replaces the individuals who are kidnapped for study, so that races can also be observed in their natural habitat.



unknown, but for one series of observations in 2366, including one that takes place on Stardate 43714, they gather personnel from various

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COMPLIANT CAPTIVE

Kovar Tholl

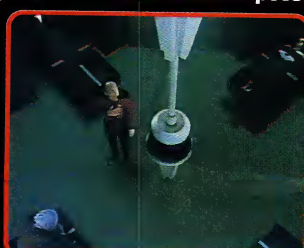
Kovar Tholl is the first of the abductees to be transported to the observation area, and has been there for 12 days prior to the arrival of the final candidates. He is a serene man, given to private meditation, and, in common with others of his Mizarian race, advocates passive compliance with any authority figures. He has been curious enough to attempt to open the observation area doors, receiving a painful shock for his troubles, however. He is content to await a time when his abductors reveal themselves, and warns against provoking events; he will not risk angering his captors by helping his fellow prisoners

to attempt escape. Once escape appears a real possibility, however, with only a jammed door barring the way to freedom, Kovar Tholl overcomes his rectitude to participate.

On Mizar II, Kovar Tholl is a public servant, and when contemplating possible reasons for his abduction, he considers himself neither important enough to be held for ransom, nor radical enough to be thought a threat. He has no idea why he has been chosen for abduction, except that he does consider himself to be of above average intelligence for a race generally held to possess a superior intellect.



▲ Kovar Tholl is neatly dressed, and wants to avoid conflict of any kind.



▲ He is the first to arrive in the cell, and makes no attempt to escape.



▲ He sits by quietly and plays no part in the others' escape plans.

Designation	Unrevealed		
Class	M	Quadrant	Alpha
Inhabitants	Can appear humanoid		
Remarks	The aliens give away little information on themselves. They appear to be scientists or academics, who are motivated by curiosity.		
Environment	The aliens provide a standard Class-M environment for their prisoners, but may be able to adapt themselves for survival in any conditions.		
Laws	The aliens claim to have no concept of morality.		
Starship log	STAR TREK: THE NEXT GENERATION 'Allegiance'		

GALAXY FACTS

▶ The aliens are fascinated by the Mizarian race, which has been conquered six times. On each occasion, the Mizarians offered no resistance, simply complying with the wishes of the invading forces. The Mizarians see this as the most sensible option, minimizing death and damage, but others view the race as cowards and collaborators.



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 156

'ALLEGIANCE' ALIENS



▶ The aliens' humanoid forms are two meters in height. They lack body hair, and have hard, ridged brown skin.



▶ The aliens have very sophisticated teleporters that can transport them onto a vessel. They can also remove victims from a ship without being detected.

▶ 'Mitena Haro' is revealed to be one of the alien abductors.



▶ The alien mimicking Captain Picard slips up by being too friendly.

points in the Alpha Quadrant. Kovar Tholl is abducted from his homeworld of Mizar II, Federation starship captain Jean-Luc Picard from his quarters aboard the *U.S.S. Enterprise NCC-1701-D* as that ship orbits Cor Caroli IV, and the Chalthoth Esoqq is snatched from his homeworld. They are all trapped within a room along with an alien maintaining the pretense of being a Bolian Starfleet cadet

named Mitena Haro. The abductees are from races very different in outlook and temperament, and, most significantly, each maintains an attitude to authority that contrasts with that of their fellows. The purpose of the experiment is to create divisions and observe the reactions to authority.

Esoqq's inclinations are to abhor any authority other than force, while Kovar Tholl's instinctive reaction is peaceful compliance.

Captain Picard is familiar with the dispensation of authority, while all believe that Mitena Haro has been conditioned to accept authority without question.

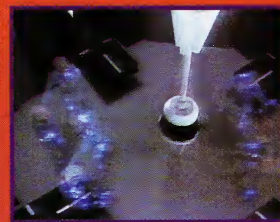
Prison provisions

The aliens contain their captives within a small room barely large enough to house a sleeping area for each. It also houses a centrally located device for dispensing material that, if not exactly food, contains the nutrients necessary for sustaining life and energy. Oddly, for beings that have carried out exhaustive

studies of their captives, the room lacks any bathroom facilities. The one apparent entrance and exit is an electronically operated door, but repeated tampering with the control panel results in a stiff shock for the offender from an energy beam.

The aliens present themselves as bipedal and humanoid in appearance. This may not be their true form, however, as they are capable of transforming into small moving spheres of red light. They are clothed in uniform pale blue suits with an ornate collar, and it

▶ The abductees are beamed out of their prison after the truth has been revealed.



▶ The alien who mimics Captain Jean-Luc Picard is a perfect physical copy.

would appear that circuitry within these suits enables matter transportation, as when they grasp their subjects they are instantly transported away.

The aliens communicate telepathically among themselves, considering vocal communication a primitive and inefficient system. They are also in constant telepathic communication with the simulacra placed in various locations to replace their abductees. In instances when an experiment is terminated prematurely – as is the case when one or more of the subjects guesses its purpose – the standard practice is for the aliens to transport all their subjects back to the location of their original abduction. They believe that continuing the observations when the subjects have an awareness of events would taint the results.

No morality

The aliens claim to have no concept of morality, and consider the fact that all their subjects depart unharmed as proof that the incarceration is harmless, thus justifying their actions. The results of their studies are paramount. If imprisoned themselves, even for a brief period, the aliens are distinctly uncomfortable, and explain that their species is unable to bear captivity. Having experienced what it feels like to be incarcerated, with their formidable capabilities unable to free them, they are left with a better understanding of how other species commonly react to artificial restraints placed on their personal liberty.

THE WARRIOR CONFINED

Esoqq: unwilling captive

As befits his preeminent status among a warrior race, Esoqq is a fearsome individual, ready to attack on the slightest provocation. He is alone among the aliens' captives in that he is unable to survive on the nutrients provided, and while he is able to last three or four days without food, he makes no attempt to conceal his willingness to resort to cannibalism if that is what his survival requires.

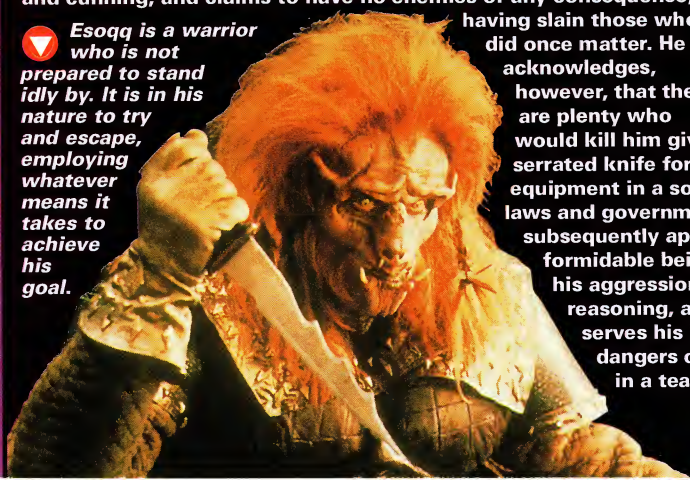
On his home planet of Chalna, Esoqq survives through strength and cunning, and claims to have no enemies of any consequence,

▶ Esoqq is a warrior who is not prepared to stand idly by. It is in his nature to try and escape, employing whatever means it takes to achieve his goal.

having slain those who did once matter. He acknowledges, however, that there are plenty who would kill him given the opportunity. He carries a lethal serrated knife for hunting and protection; this is required equipment in a society that claims to have no use for laws and government, and where the law of the jungle subsequently applies. What makes Esoqq a particularly formidable being is that he does not just rely on his aggression. He is quite capable of intelligent reasoning, and will cooperate with others if this serves his best interests. Even when warned of the dangers of punishment, he is willing to participate in a team effort to free everyone from captivity.



▶ Esoqq cannot survive on the artificial nutrients provided. It is unlikely to be a coincidence that he would not think twice about eating his companions.



Romulan Interface Screens

The Romulans are a technologically advanced race with a fleet of formidable warships at their disposal. Their proficiency is clearly visible in the interface technology in use aboard their vessels throughout the last century.

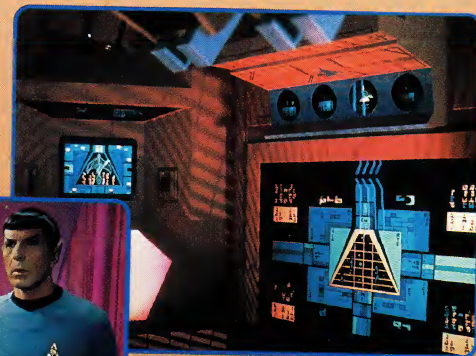
The dynamic nature of the relationships between species is often affected by the relative level of technology developed by opposing powers. Any military or technological advantage has consistently proved to be a deciding factor in many races' rise to power. The **Romulan Star Empire** is treated with great mistrust and suspicion for many years after the setting up of the **Neutral Zone**, following the decisive **Battle of Cheron** in 2160, as the nature of their audio-only communication during the war with Earth forces means that very few people have actually seen a Romulan. Virtually nothing is known of their control systems outside the fact that they are as crude and effective as those employed by the Earth forces.

The first opportunity to gather data on Romulan interface and control technology does not present itself until 2266, when a single **Romulan Bird-of-Prey**, equipped with a revolutionary cloaking device, attacks a number of **Federation** outposts with its devastating ship-mounted **plasma weapon**. Limited communication between the Romulan commander and **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701** allows some

In the 23rd century, intra-ship communication is limited to audio only, as is the case on Starfleet vessels during this period.



The interiors of 24th-century ROMULAN WARBIRDS are fitted with numerous wall- and desk-mounted visual display screens that provide a wealth of information.



exposure to the interior systems of the Romulan ship. Far more extensive information is gathered by Captain Kirk and **First Officer Spock** in a subsequent covert operation to steal a cloaking device module in 2268.

No match for Starfleet

Despite the effectiveness of both the primary weapon and the cloaking device, the control interfaces for both of these systems and the rest of the *Romulan Bird-of-Prey* are relatively crude in relation to **Starfleet** technology of that era. The main control area is far smaller than that of a **Constitution**-class vessel and

dispenses with the concept of separate control stations, instead concentrating the running of the vessel around one central console manned by up to three personnel at a time. Starfleet technology employs a wide variety of small individual screens around the engineering, science, and other control stations for data representation, giving instant access to information on the ship's systems as required. The three Romulan displays located above the manually-operated buttons and dials on the *Bird-of-Prey*'s main console have upwardly angled hoods, very similar in design to the readouts used by the science officer and helmsman on

SHIPBOARD SCHEMATICS

Deadly triangle The triangle is the motif that recurs most often in Romulan design aesthetics.

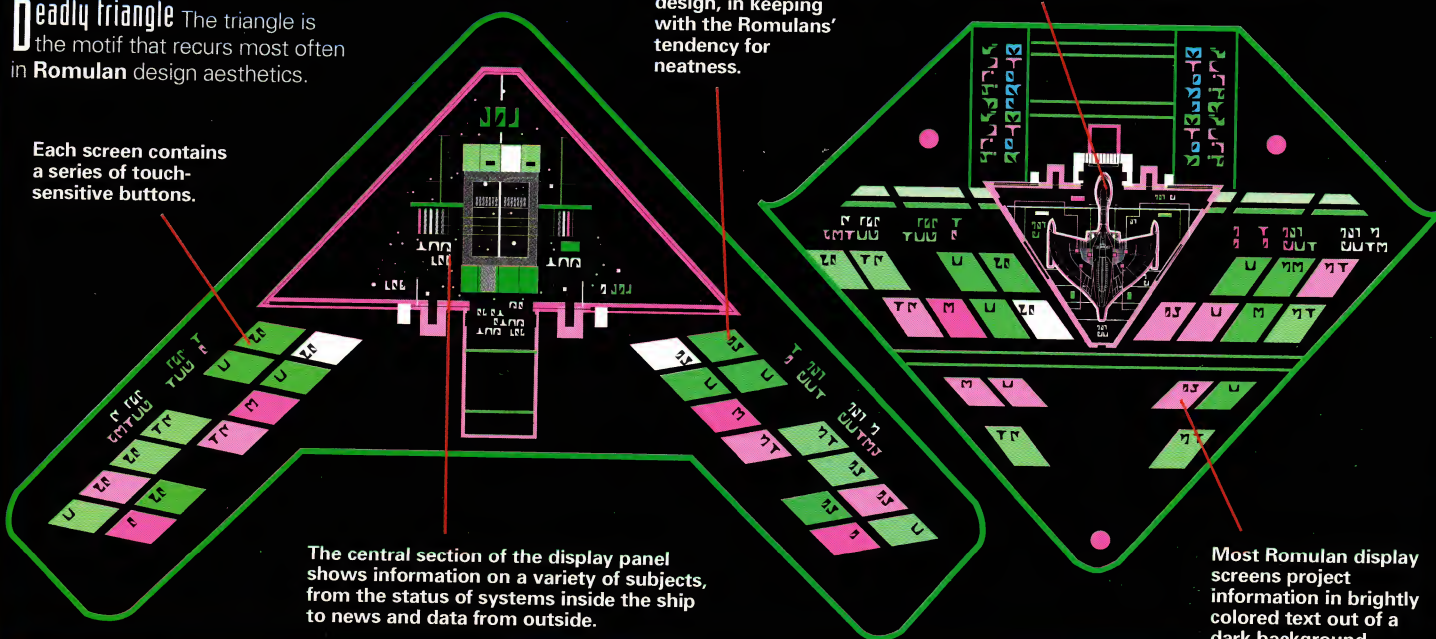
Each screen contains a series of touch-sensitive buttons.

The screens have a very symmetrical design, in keeping with the Romulans' tendency for neatness.

Ship schematics of enemy vessels often appear within the display screens.

The central section of the display panel shows information on a variety of subjects, from the status of systems inside the ship to news and data from outside.

Most Romulan display screens project information in brightly colored text out of a dark background.



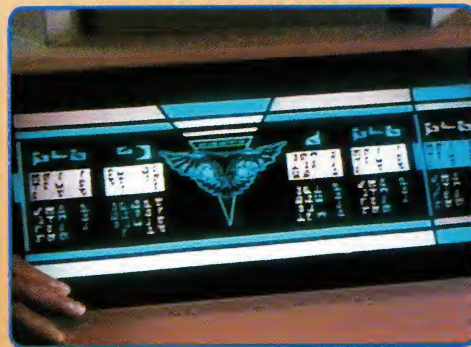
Romulan Interface Screens



▲ The bridge of a typical 24th-century ROMULAN WARBLIND has a number of small duty stations, each serviced with its own interface technology.



▲ Romulan design still favors large, multiple-user interfaces as late as the 2360's. This was the only such console in use on the bridge 100 years previously.



▲ Romulan interface screens are small and compact compared with those of Starfleet, and tend to display more numerical data than images.



▲ Small screens are often deeply recessed into the bulkheads of the Romulan warships, offering added protection in times of conflict.

a Constitution-class bridge. In order to interpret information, the Romulan crew have to bend over to the display's curved upper edge. The close proximity of the controls directly below the displays allows them to make very quick adjustments to the ship's systems as and when required.

The minimal number of control buttons is representative of an efficient design, although the size of the *Bird-of-Prey* means it does not have to include the comprehensive banks of toggle switches, indicator lights, and controls found on contemporary Starfleet vessels. The Romulan controls include other types of analogue controllers, including sliders, rotary dials, and levers that can be set in a number of positions in order to effect a change to the relevant system. The majority of the controls appear to be manually operated, although a number of basic computerized systems must be in place in order to interpret and then display the information required by the personnel at the three duty stations. The *Bird-of-Prey*'s bridge does not feature a main viewscreen as a dominant feature, although the commander of the vessel can successfully carry out audio-visual communication with non-Romulan ships. Communication consoles are also designed for use within senior officers' quarters; these utilize large toggle switches and push-button studs. Single-colored indicator lamps illustrate activation status.

The successful capture of a Romulan cloaking device further illustrates the lack of external control features that characterizes 23rd-century Romulan interface design. The device plugs directly into a custom-made mounting within the cloaking device's secure room; its operation and control is manipulated by relatively few controls on an engineering station directly opposite its position, with large banks of lights indicating its present status. The anonymity of these banks means that personnel have to be trained in order to interpret their results; they are far more difficult to understand than the display systems that are later developed by major Alpha Quadrant powers.

Moving forward

Modern, highly adaptable and easy-to-read touch-sensitive interfaces and display screens are introduced during the subsequent Romulan self-imposed exile. These reconfigurable units are an excellent example of how sophisticated Romulan technology has become.

By 2364, Romulan interface systems match the sophistication of Federation, Cardassian, and Ferengi controls, and employ very similar design philosophies. The control systems of races very often reflect their architectural styles and use of symbols; Romulan controls are highly ordered. The control surfaces and readout screens are often integrated into the same unit,

allowing the opportunity to react to changes as quickly and efficiently as possible. The interfaces vary according to the nature of the vessel or facility, but are usually very angular. Buttons are usually trapezoidal, and backlit in contrasting colors. High-visibility combinations of pink and green are often flush-mounted on the same glossy black interface panel surface.

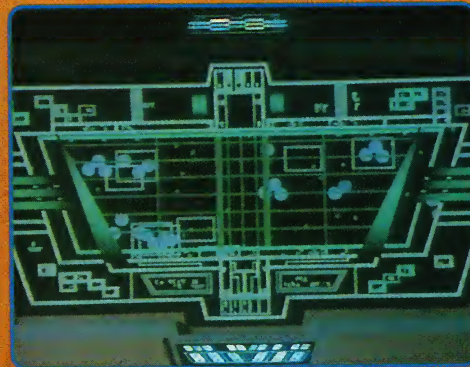
Romulan vessels now employ significantly greater numbers of automatically updated computer-animated data screens in their primary control areas, and while this is more in keeping with the contemporary design of other races, they still employ the non-seated multiple user console seen on the original *Bird-of-Prey* bridge. The number of controls is far wider, with smaller individual displays still located very close to the relevant interface areas.



▲ Some interface consoles are small, stand-alone units that mirror the design of old-fashioned podiums on which books would be placed.



▲ By the 2370's, the passengers and crew of Romulan vessels can watch the unfolding action on a viewscreen placed at the front of the bridge.



▲ The bridge's main viewscreen can display tactical data on troop movements and strategy, as well as projecting images from outside the ship.



FILE 47 BAJORAN PERSONNEL

Furel and Lupaza

Furel and Lupaza were members of the celebrated Shakaar resistance cell during the Cardassian occupation of Bajor. For many years, they ate, slept, and fought side by side. Right up to their untimely deaths in 2373, their destinies seemed linked.

OTHER CARDS IN THIS FILE...

- 1 KIRA NERYS
- 5 SHAKAAR EDON

SEE OTHER FILES...

THE BAJORANS.....File 10
THE CARDASSIANS.....File 13
STAR TREK:
DEEP SPACE NINE.....File 70

The Cardassian occupation of Bajor gave rise to many unlikely heroes – patriots who took up arms to drive away the invaders and free their homeland. Furel and Lupaza are two shining examples. They were noted members of the resistance cell run by Shakaar Edon. Their faith in the Prophets, each other, and their fellow soldiers, kept them going during those dark years, and they took part in many of the cell's most dangerous missions, such as the liberation of the notorious labor camp at Gallitep in 2357, and the bombing of the weapons depot at Hathon. They favored direct action over running, but their excesses were always curbed by Shakaar.

The pair are excellent fighters, with sharp reactions that remain undiminished by the passing of time. Lupaza brought up the hazardous rear on many of the Shakaar

cell's actions, while Furel's bravery and cool disposition were well known. On one occasion, Furel single-handedly rescued Lupaza, Shakaar, and the young resistance fighter Kira Nerys from a Cardassian interrogation center. He offered his life to the Prophets in exchange for the freedom of the others, but they ended up taking only his arm. He refused to have it replaced by a Federation doctor in later years as he believed this would be ungrateful to the Prophets, who had given him the spirit to accomplish the mission.

Life after victory

Out of necessity, both Furel and Lupaza developed other skills during the occupation. Lupaza became very handy with security systems, and maintains her skill over the years, even after the occupation finally ends in 2369. She is also able to retune sophisticated technology such as transporter scramblers.

PROFILE ON FUREL AND LUPAZA

NAME: Furel
LIFE FORM: Bajoran male
NAME: Lupaza
LIFE FORM: Bajoran female
OCCUPATION: Former members of the Bajoran resistance; later, farmers.
FIRST SEEN: 'Shakaar' [DS9]



Furel and Lupaza fight valiantly for the resistance during the Cardassian occupation. Years later, they are murdered in a revenge attack.

For his part, Furel became proficient at using handheld scanners.

The pair have always been a natural complement to each other. Lupaza is bolshy, and playfully hits Furel for cracking his jokes. They loved each other even during the occupation, but the years bring them closer together. By the time Bajor is freed from Cardassian rule, they are the best of

friends, gently jibing one another in one breath and showering each other with praise in the next.

Their relationship obviously takes a romantic turn at some point, though they live on separate farms in Dahkur Province. This provides them with some of their best sport in their latter years: Lupaza teases Furel that if he got a replacement arm he might

have to do some real work on his farm for a change, while he insists that he has done more work in three months than Lupaza has done in three years. Lupaza counters that her soil is more toxic than any other farm tract within 100 kilometers.

The change of occupation to farmer is not a surprise in Furel's case; it was all he ever talked about with Shakaar. Lupaza, however, was never interested, indicating that she may have taken a plot to be near Furel. They both live about 10 kilometers

FROM FIGHTERS TO LOVERS

★ Under occupation

Furel was friends with the resistance leader Shakaar Edon during the occupation, and continues to live close to him afterward.



★ Resist

The couple take up arms against the Bajoran government in protest at Kai Winn's actions.

★ Sparring partners

Furel and Lupaza share an easy and affectionate banter. They gently rib one another about their farms and how hard they work, but it is all done in sport.



★ Armed

Lupaza is a tough and determined woman who will defend her homeland against any injustice.

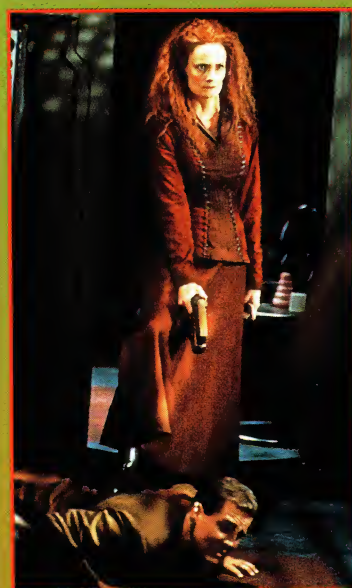


Furel and Lupaza



★ Difficult times

During the occupation, the Shakaar resistance cell operated from caves, but Furel always talked about setting up a farm.



★ Still sharp

Five years have passed since the end of the occupation, but Lupaza still has what it takes to get the drop on Kira's guard.



"When you find out who killed Latha and Fala, and maybe now Mobara, you're going to want him dead, and you're going to want us to do it." — Lupaza to Kira

from their former commander, and often join him for dinner. Lupaza makes **tuvaly pie** on these occasions, while Furel demonstrates that he cannot hold his alcohol.

They show a healthy disrespect for authority, particularly the **kai**, the religious leader of Bajor. In 2371, they are two of a small number of farmers in Dahkur who refuse to return much-needed soil reclamators to the government until their work is completed. Their years in the resistance have left them with a stubborn, pragmatic attitude on such issues.

Furel and Lupaza immediately support Shakaar and Kira over the reclamators, even when the

situation becomes a divisive political issue. They immediately throw in their lot with the 'fugitives,' abandoning their farms and taking to the hills to fight for justice in the way they used to.

Shakaar's people

The pair are still absolutely loyal to Shakaar, saying they will follow whatever orders he gives. They complain that they are a bit long in the tooth for such actions; Lupaza even comments that the next time she starts getting nostalgic for the old days, she wants somebody to shoot her. Their reflexes have certainly not been dulled in any way, however.

They again prove to be a

★ Ready to fire

Furel and Lupaza have always favored taking direct action rather than relying on the authorities to sort things out.



★ Reunion

The couple lose touch with Kira for three years after the end of the occupation, but when they are reunited, they easily slip back into friendship.

well-oiled team two years later, when an unknown assassin begins to kill former members of the Shakaar cell. They stow away on a transport ship to the Federation station **Deep Space Nine**, where Lupaza manages to access station personnel records in order to find Kira's quarters. There, they are able to disarm and capture a Bajoran deputy with ease.

Their mission is twofold: to protect Kira, and to discover the identity of the assassin. They intend to take care of the situation as soon as they have the name of the suspect – a further example of their fondness for direct action. They have no time for, or trust in, the authorities – perhaps understandably, given the events of 2371. They feel that when the time comes, Kira will want them to do what is necessary.

Unfortunately, Furel and Lupaza do not live to locate the culprit. They are the next victims of **Silaran Prin**, a Cardassian disfigured in a bombing during the occupation. They are killed when a microscopic hunter probe attaches itself to the window in Kira's quarters and explodes. It is a sad, premature end for two Bajoran heroes, but they die honorably, protecting one of their own.

★ Revenge at last

Furel and Lupaza are killed by **Silaran Prin**, who is seeking revenge for the Hathon bombing, which disfigured him. Furel and Lupaza took part in the attack.

SIDE-BY-SIDE THROUGH WAR AND PEACE

Friends of Kira

Furel and Lupaza have always been good friends to Kira Nerys. From the 13-year-old girl's first days with the Shakaar cell, they took her under their wing and cared for her. Lupaza was the only one to believe in her and support her wish to join the cell when Kira volunteered to fill a vacancy on an ambush team. She described the child as having the heart of a sinoraptor. Lupaza later made Kira an earring from the metal of a destroyed Cardassian skimmer. Years later, Furel had the terrible task of bringing Kira's father, Taban, to his daughter at the base camp after he sustained a fatal injury in a Cardassian attack on his village.

The pair remain intensely proud of Kira; they follow her assignment to **Deep Space Nine** after the occupation with interest, and stand taller whenever her name comes up in conversation. In 2373, when former members of the Shakaar cell are falling victim to assassination, their first thought is to journey to the station and protect the pregnant Kira. Lupaza even brings a gift of freshly picked makara herbs for the baby.

▶ Protectors

Furel and Lupaza travel to **DEEP SPACE NINE** when they fear that Kira's life is in danger.



▶ Fond memories

Kira remembers fondly their days in the resistance. Life was hard, but strong bonds of friendship helped them endure.



▶ Meet the baby

Kira allows Furel to place her hand on Kira's stomach to feel the baby's kicks.



Dr. Bashir Changeling

The Federation's paranoia regarding Changelings proves well founded when Dr. Julian Bashir — chief medical officer of *Deep Space Nine*, one of the organization's most strategically important frontier strongholds — is replaced by a Founder for more than a month.

The threat of infiltration by the **Founders** hangs over **Starfleet** and the **Federation** from the first moment, in 2370, when cold war breaks out with the **Gamma Quadrant** empire known as the **Dominion**. A number of measures are quickly introduced to weed out Changelings at high-security installations on Earth and across space, including blood testing and low-level **phaser sweeps**. The first identifies Founders, the second forces them to abandon their assumed form and revert to a gelatinous state.

Cheating the system

Some Founders nevertheless slip through the net: four are known to be working on Earth in 2372. One of these successfully plants a bomb that kills 27 people at the Antwerp conference, a diplomatic congress between the Federation and the

Romulan Star Empire.

An even greater danger to the safety of the **Alpha Quadrant** comes in mid-2373, when a Founder assumes the appearance and position of **Dr. Julian Bashir**, chief medical officer of *Deep Space Nine*.

As the closest Federation facility to the **Bajoran wormhole**, which grants the Dominion egress to the Alpha Quadrant, the space station's strategic importance is huge. The damage a Founder could do from such a base is immeasurable.

Bashir is kidnapped and replaced by the Dominion while attending a burns treatment conference on **Meezan IV**. It is uncertain why Bashir is chosen; the opportunity may have presented itself by chance.

As a senior officer aboard one of the Federation's most crucial facilities, the doctor attends all classified, top-level briefings held by **Captain Benjamin Sisko**, and is also liable to be

PROFILE ON A CHANGELING

REAL NAME: Unrevealed

LIFE FORM: Changeling

CURRENT STATUS: Deceased

MISSION: To stabilize the Bajoran wormhole, thus allowing a Dominion invasion force to travel through it.

FIRST REVEALED: 'In Purgatory's Shadow' [DS9]



The Changeling Bashir is a good enough copy of the real thing to fool the doctor's friends and colleagues aboard *DEEP SPACE NINE* for weeks. Only the return of the real Bashir exposes it.

present at monumental occasions such as the reinstatement of the **Khitomer Accords** between the Federation and the **Klingon Empire** — situations that the impostor can manipulate to his people's advantage.

Plans in progress

Once ensconced on *Deep Space Nine*, the Changeling sets to work immediately. He surmises

that the **Cardassian** tailor **Garak** is lying about the contents of a message from the Gamma Quadrant, and forces him to confront Captain Sisko with the truth — no doubt hoping to learn more itself.

The Bashir Changeling remains undetected for more than a month. It is unknown whether this is an indication that blood testing and phaser sweep procedures have lapsed aboard the station, or that

the Changeling's role as the CMO gives it the opportunity to tamper with its own results. Whichever is the truth, it does an exemplary job of impersonating Bashir. It manages to fit in without drawing attention to itself in any way, and soon masters station protocols. Additionally, it is able to perform all of the medical duties that are normally Bashir's responsibility. This indicates that it has either received extensive training for this mission, or that the Founders are somehow able to scan Bashir's mind for the knowledge.

DOPPLEGANGER



★ Previous impersonation

Dr. Bashir is first impersonated by a Founder in 2371. The Changeling takes on the doctor's form while attempting to cause a war between the Federation and the Tzenkenthi.



★ Prisoner of the Founders

In 2371, the real Bashir is held in the **DEFIANT** brig; two years later, he has to endure much worse conditions while his replacement runs free.



★ Who are you?

Even Chief Miles O'Brien, Julian Bashir's best friend, is completely fooled by the Changeling.



★ Fake friendship

The Changeling impersonating Bashir in 2373 ingratiates himself with Julian's friends by bringing them sandwiches.

OTHER CARDS IN THIS FILE...

1 SHAPESHIFTERS

SEE OTHER FILES...

STAR TREK:

DEEP SPACE NINE.....File 70



Dr. Bashir Changeling



★ Testing times

The Changeling Bashir conducts tests to out impostors, which may help him cover up his own true identity.



★ Death to Bajor

The Changeling has constructed a bomb aboard the YUKON that is capable of destroying the entire Bajoran sector.

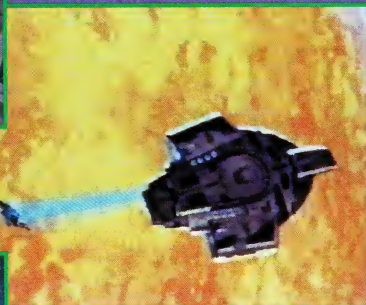
★ Slip of the tongue

'Bashir's' lack of concern for the impending Dominion War strikes O'Brien as rather odd.



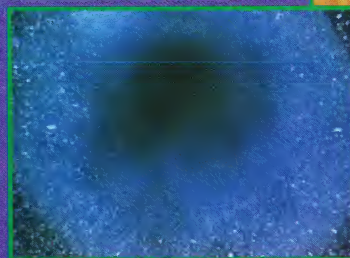
★ Runaway Runabout

The Changeling hijacks the RUNABOUT YUKON and attempts to pilot it into the Bajoran sun.



★ Danger diverted

The U.S.S. DEFIANT uses its tractor beam to throw the YUKON off course.



★ Explosive end

The Changeling Bashir dies when its stolen ship explodes before it can complete its deadly plan.

The latter concept is given credence by the fact that the Bashir Changeling is very familiar with the doctor's friends and their histories, plus the nuances of their relationships. It manages to work closely alongside long-time associates of Bashir, such as **Chief Miles O'Brien**, without raising any suspicions, even in social situations. It is also familiar

"I have a feeling that things are going to turn out for the best."

— The Changeling Bashir

with minutiae, such as the fact that Garak once stated that he had seen **Enabran Tain's** ship destroyed by the Dominion.

The Changeling fuels its disguise by asking O'Brien in passing how his wife and children are faring, and brings sandwiches to fellow officers while they work late into the night on special projects. This concern provides the perfect cover to enable it to keep tabs on operations. It is unknown how the Changeling spends its non-solid hours, although it must have established safeguards to ensure that if it is contacted in Bashir's quarters, such as when the doctor should be alone or sleeping, it does not raise suspicion.

The only clue to the Changeling's real identity is an impassivity that is unusual for Bashir. It is uncertain why this is so, since the impersonation is so accurate in all other ways. The creature makes another slip when it talks to the incredulous

O'Brien about a new set of darts rather than showing interest in the looming war with the Dominion.

The Founder uses its time aboard *Deep Space Nine* to undermine the Federation in a variety of ways, including sabotaging the station's emitter array to prevent the sealing of the wormhole when it seems that a Dominion invasion fleet is gathering at the Gamma Quadrant terminus. The beam has the exact opposite effect of what was intended — instead of sealing the wormhole's spatial matrix, it stabilizes it.

Preemptive action at this point keeps the wily Changeling one step ahead of the Starfleet officers: it suggests that it is time for another round of blood screenings, which helps to put it beyond reproach in the mind of the other officers.

The Bashir Changeling's true agenda is to pave the way for the Dominion's incursion into the Alpha Quadrant. It works covertly aboard the **Runabout U.S.S. Yukon NCC-74602**, enhancing the shields and building a bomb made from **trilithium**, **tekasite**, and **protomatter**. Many of the necessary materials are apparently created using the station's industrial **replicator**, though the Founder takes great care to wipe the replicator's memory core.

Into the sun

The Changeling hijacks the *Yukon* at the appropriate moment, just as it appears that a Dominion fleet is on its way from Cardassian space. It displays a hitherto unseen talent in doing so when it mimics the voice of the unconscious female pilot over the comm. Its plan is to pilot the *Runabout* on a suicide mission into the Bajoran sun. The resulting explosion would destroy *Deep Space Nine*, the fleet of vessels massed to meet the apparent invasion, and the entire **Bajoran sector**, without a single shot being fired.

Fortunately, the Founder is unsuccessful in its goal, as Sisko is alerted to its identity by the real Bashir. The **U.S.S. Defiant NX-74205** uses a tractor beam to throw the *Yukon* off course before it can reach the sun, and the Changeling dies in the premature explosion. The real Bashir returns to his post, where he has to contend with O'Brien, who is suitably disgusted with himself for not realizing that lately, his long-time friend has been a brilliant forgery.

WILL THE REAL JULIAN BASHIR PLEASE STAND UP?

Prison planet

Julian Bashir is held in Dominion Internment Camp 371 in the Gamma Quadrant, while his doppelganger takes his place aboard *Deep Space Nine*. The real doctor is far from idle, however: he hatches a plan with the Cardassian Enabran Tain and the Klingon General Martok to get out a message that will alert the Alpha Quadrant to their situation. Bashir administers medical aid to the ailing Tain, while being forced to watch organized fights between the Jem'Hadar soldiers and Martok, and later Worf. All the while, he is anxious about the havoc his double is wreaking back on the station.

Bashir uncharacteristically kills a Jem'Hadar soldier himself before escaping with Worf, Garak, and Martok to their orbiting *Runabout*.

▶ Healer

Bashir is worried about what his double is up to, but still finds time to be concerned for his friends' welfare.



▶ Do no harm

As a doctor, Bashir has sworn the Hippocratic oath, and so finds it especially difficult to stand by and watch the brutal fights between Jem'Hadar guards and their Klingon prisoners. All he can do is treat the wounds afterward.

Morn's Partners in Crime

One of the masterminds behind the celebrated Lissepian Mother's Day Heist was the equally celebrated Lurian barfly Morn. His accomplices in the plot are a diverse group, each ready to betray their associates for a larger portion of the booty.

The Lissepian Mother's Day Heist has gone down in history as one of the most daring thefts in the **Alpha Quadrant**. In 2365, five thieves broke into the Central Bank of Lissepia while the planet was busy celebrating the public holiday, and made off with 1000 bricks of **gold-pressed latinum**. The felons were never apprehended. They were a mixed bunch: the **Lurian Morn**, the humanoids **Hain** and **Larell**, and the brothers **Krit** and **Nahsk**. How they met one another, and under what circumstances they hatched their scheme, is unknown, but its success is testament to their collective invention.

Falling out

There is no love lost between the conspirators—they worked together only for reasons of expedience. The situation deteriorated when Morn made off with the latinum singlehandedly, though the others do express some fondness for their large, talkative friend. They were not particularly

worried; they knew the Lurian would lie low and wait for the statute of limitations to come into force, nine years after the

crime. In the meantime, they all keep a low profile.

Morn appears to secrete the money in the **Bank of Bolias**, account number

CJ57436. In 2374, two weeks before the statute comes into effect, he is reported killed in an accident, and his former associates come looking for their money.

The truth is that Morn stages his own death to bring his cohorts out into the open and let their bickering land them in trouble with the law,

removing them from the scene. He makes his dramatic reappearance only when the dust is settling.

Aide to a prince

Hain, the first of the co-conspirators, is a middle-aged humanoid. He is the thinker of the group, giving due consideration to all perspectives and courses of action. He is also prone to outbursts, telling others to stay silent while he thinks. Hain has a clever cover story prepared when he arrives on **Deep Space Nine** in 2374, to retrieve the heist stash from the **Ferengi** barkeep **Quark**, who has been named as Morn's beneficiary.

He wears the gray

PROFILE OF CONSPIRACY



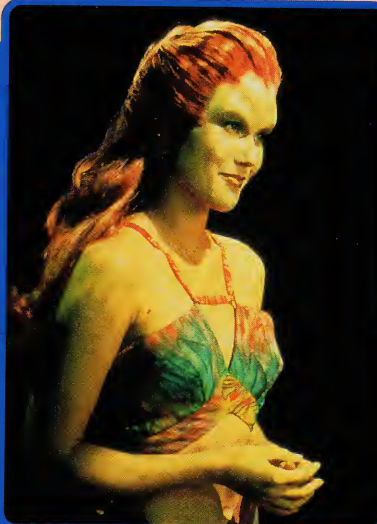
▲ **Krit and Nahsk appear to be the most genuinely nasty members of the band of thieves. They are cruel and brutal, and seem to have few morals.**

NAME: Krit and Nahsk

LIFE FORM: Alien males; race unknown

COVER STORY: Brothers Krit and Nahsk claim to be business associates of Morn. They say that they are owed money by the Lissepian.

FIRST SEEN: 'Who Mourns for Morn' [DS9]



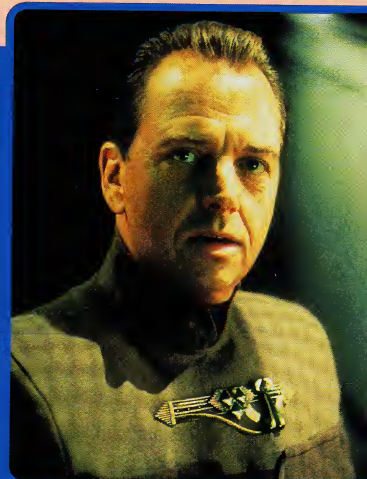
▲ **Larell speaks fondly of Morn. He did confide in her, even though they were never married.**

NAME: Larell

LIFE FORM: Alien female; race unknown

COVER STORY: The attractive Larell claims to be Morn's ex-wife. She says he won the 1000 bars of gold-pressed latinum in the Lissepian lottery.

FIRST SEEN: 'Who Mourns for Morn' [DS9]



▲ **Hain claims that Morn's money was a gift from his family, and that as he has died without heirs, they want it back—a condition to which he had agreed.**

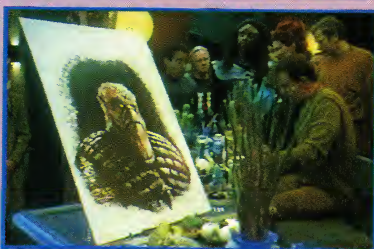
NAME: Hain

LIFE FORM: Humanoid male; race unknown

COVER STORY: Hain masquerades as an official acting on behalf of the Lissepian royal family. He claims that Morn was a crown prince.

FIRST SEEN: 'Who Mourns for Morn' [DS9]

MISSING MORN

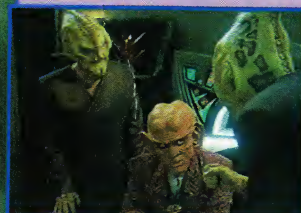


★ Apparent death

News of Morn's death is greeted with great sadness by his friends, but his former partners in crime see only the opportunity for profit.

★ Womanly wiles

The sexy alien woman who calls herself Larell is clearly used to using her charms to get her own way. She tries to seduce Quark.



★ Good thief, bad thief

The alien brothers Krit and Nahsk made threats toward Quark and try to intimidate the barkeep.

Morn's Partners in Crime



★ Listening to reason

Larell and Hain are more reasonable than Krit and Nahsk. They realize that the easiest solution is to cut Quark in on the deal.



★ Murder first

Krit and Nahsk favor killing Quark. They do not stop to think that this will make it difficult for them to retrieve Morn's money.

★ Electronics experts

Krit and Nahsk are expert lock-breakers, and can get into most facilities with ease.

uniform of a Lurian agent, and tells Quark that he has been sent to recover the fortune. He claims that Morn was the crown prince of **Luria**; the latinum was a bequest from the royal family. Now that he is dead, it is legally theirs again.

Hain demonstrates an ability to think on the run when he finds out that his former associates have also traveled to *Deep Space Nine*. He offers Quark a fictitious reward for helping him to catch these criminals, and paints Larell as a gold-digger who has previously used blackmail and extortion to try and fleece Crown Prince Morn.

Hain is a calming influence when the truth is revealed, although he intends to double-cross the others at the earliest opportunity. He is wounded in the resulting firefight, and is subsequently taken into custody by **Chief of Security Odo**.

Larell

Larell is a beguiling humanoid with long, scarlet hair. She uses her attractiveness and wiles to her advantage – to extract information from Quark about the location of the latinum. She is fond of outfits that show a lot of cleavage, and

"It's funny. Being here together, the four of us – it makes me wish Morn were here, too."

— Hain

her cover story involves passing herself off as Morn's ex-wife; they were apparently married for two "wonderful" years and remained in touch after they split.

Larell threatens to contest the will and tie up Quark for years in the courts if he will not share Morn's substantial 'retirement fund.' She even provides the Ferengi with added sexual motivation and the promise of a holiday together to spur him on. The cagey Larell is not pleased when she finds out that the others have embarked on the same mission. She appears to be on amicable terms with them – the brothers are particularly delighted to see her – but this does not stop her pulling a weapon in an effort to try and take all 1000 bricks for herself. She is the only one of the four left standing when Odo and his deputies arrive to break up the firefight.

Krit and Nahsk

These menacing characters – whose race is not identified – are known simply as "the brothers." They work as a practiced double

act, using implied threats, and a penchant for hiding in the shadows, to successfully menace victims. They initially tell Quark they are "business associates" of Morn's, to whom he owes 1000 bars of gold-pressed latinum – conveniently the amount taken during the heist.

Both brothers have very sharply defined features, with what appears to be an exoskeleton running across the top of their scalps from nose to crest. The chin and cheek are similarly pronounced, and their nostrils are spaced quite far apart, separating their small eyes and mouth. They wear featureless brown tunics.

Krit and Nahsk share a very violent nature. They think nothing of smashing one of Morn's favorite paintings, though Nahsk claims to be very sorry about this later on. He is the more overtly pleasant of the two, but enjoys removing the thumbs of luckless victims with a small, sharp knife. Nahsk is also quick to size up the dangers in a room – such as a barstool with its back to the door, presenting an easy target. He has many failings,



★ Together again

The partners in crime have not seen one another since the heist, but seem to have some fondness for each other, and Morn.



★ No escape

The group hold guns on one another as Quark opens the deposit box Morn left with the Bank of Bolias.



★ Fire away

The reunion descends into an ill-advised firefight, which Odo and a DEEP SPACE NINE security team are forced to break up.

however. His basic math is lacking – he believes 1000 divided by five is 250. He is usually a step behind his taller brother, following up what Krit has said a moment later. He is very sensitive about this, and reacts badly to being called slow. There is obviously little familial loyalty at work, as Nahsk has no hesitation in attacking his brother to take a greater share of the gold-pressed latinum. He receives an injured arm, and a likely prison sentence for assault with intent to kill, for his trouble.

DOUBLE-CROSSED BY MORN

False trail

Morn has constructed the perfect ruse to ensure that he never has to split the stolen money with his associates. By depositing what appears to be 1000 bricks of gold-pressed latinum in the Bank of Bolias, no one suspects that he has actually kept the money on him for seven years.



▶ Dusted off

There is no latinum inside the gold casing, and the once-precious metal is worthless in the 24th century.

▶ Hiding place

Morn has in fact kept the valuable latinum inside one of his stomachs, from where he can regurgitate it.



Disruptor Technology

Starfleet favors **phaser** technology for its handheld weapons, which can be used to stun as well as kill an opponent. Not all races are so merciful, however, and many prefer to rely on the greater destructive potential of **disruptors**.

Research undertaken by the **United Federation of Planets** shows a roughly consistent pattern in the technological development of societies: the majority follow a number of very similar stages up to the development of warp-capable starships. One of the best indicators of a society's current stage of development is the weaponry its members employ; it is often an unfortunate yardstick to use, but it can give specific clues to the industrial capabilities of a race. It is, therefore, interesting to note how many major **Alpha** and **Beta Quadrant** races incorporate **disruptor** technology into their primary weapons systems. Several have developed variations on the same concept for use in sidearms and larger-scale devices of destruction.

Disruptor technology differs from the more familiar **phaser** technology favored by **Starfleet** in a number of ways: both are used in directed energy weapons, which have the capacity to release variable amounts of energy in a focused beam or missile that can cause extensive damage to personnel or structures. A further similarity is their potential effect on **warp plasma** particles – discharging either kind of weapons too close to these particles will cause them to ignite, with potentially disastrous results. Broadly speaking, disruptor weapons tend to be less refined and controlled than phasers, although their less complex design can make them more reliable in the field.

Disruptors in the 23rd century

One of the earliest encounters with the precursor to the modern disruptor takes place in 2267, when the crew of the **U.S.S. Enterprise NCC-1701** accidentally become involved in the conflict between **Eminiar VII** and **Vendikar**. The civil authorities on Eminiar VII carry handheld **sonic disruptor pistols** that are highly effective weapons, very similar in design to **Klingon** hand disruptors of that era.

The **Klingon Defense Force** has always favored the use of disruptor technology to complement their more traditional close combat weapons, and while many aspects of their disruptor designs lack sophistication, there is no doubting the effectiveness of these crude but resilient weapons.

The short-lived alliance between the Klingon and **Romulan** empires from 2268 to 2293 gives a huge boost to the Klingon Empire in the adoption of warp technology and the Romulan

cloaking unit, while the Romulan forces benefit from abandoning their experiments with plasma-based weapons and changing to Klingon disruptor-style personal and ship-mounted armaments. Romulan disruptor technology continues along its own path for the next century, becoming so distinct from other kinds of similar weaponry that it can be identified with a **tricorder** several hours after a weapon has been discharged: a high residue of antiprotons lingers within blast marks or the remains of victims. Klingon disruptor technology undergoes significant development of its own in the 2280's and moves toward a far more efficient **phase disruption system**. This necessitates the complete redesign of Klingon hand weapons to a more modular approach, which allows a pistol to be instantly augmented and upgraded by the use of a powered stock. The next significant change to Klingon small arms comes in 2360,



▲ The **Scalosians** use disruptor technology in their hand weapons, as **Captain Kirk** learns when he is threatened by a **Scalosian** intruder aboard the **U.S.S. ENTERPRISE NCC-1701**.

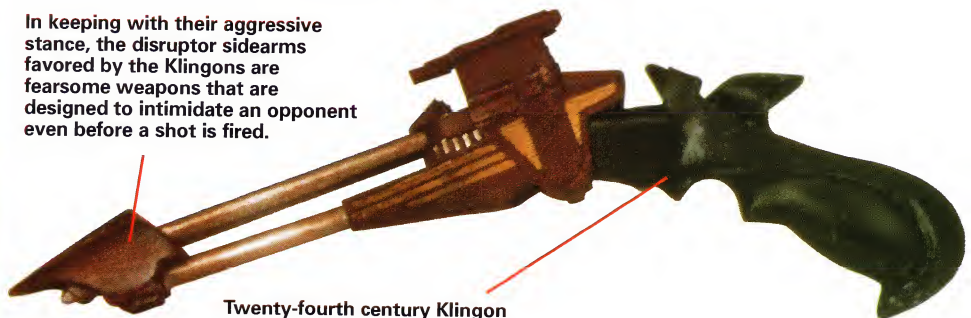


▲ The **Cardassian Union** utilizes disruptor technology in a variety of weapons, from ship-based systems to small, handheld disruptor pistols and rifles.

DISRUPTORS

Weapons of choice of the major powers **Disruptor** weapons are favored by the **Klingon Empire**, the **Romulan Star Empire**, and the **Cardassian Union**, the three major military powers in the **Alpha** and **Beta Quadrants**.

In keeping with their aggressive stance, the disruptor sidearms favored by the **Klingons** are fearsome weapons that are designed to intimidate an opponent even before a shot is fired.



Twenty-fourth century Klingon disruptors feature synthetic elements that decrease the weight of the weapon. Earlier models were made entirely from metal alloys.

The Cardassian pistol's emitter is protected by its recessed position in the main body casing.



Romulan disruptor pistols are smaller and more discrete, enabling them to be hidden from view easily.

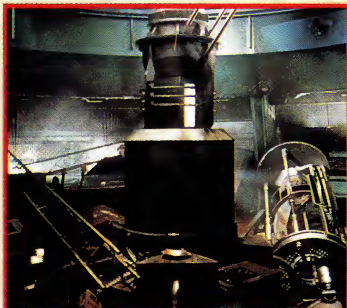


The small Cardassian phaser pistol is just as deadly as the larger model disruptor rifle that is also used by this aggressive race.

Disruptor Technology



▲ **Arctus Baran's ship-mounted disruptor weapons pose a threat to the U.S.S. ENTERPRISE.**



▲ **AMARGOSA OBSERVATORY is devastated by Romulan disruptors in 2371.**



▲ **A single blast from a disruptor is enough to kill even a Klingon warrior.**



▲ **Kivas Fajo owns four of the five prototypes of the outlawed Varon-T disruptor.**



▶ **A green energy bolt is an indication that a disruptor rather than a phaser is being fired.**

▶ **The Breen Confederacy favors disruptor technology, and uses it ruthlessly.**



▶ **Most of the CARDASSIAN WARSHIPS engaged in the Dominion War of the mid-2370's are fitted with disruptors.**

though many examples of the earlier technology are still in use in the present day.

The **Cardassian Union** is the major Alpha Quadrant power that favors disruptor technology, using a wide variety of these weapons in all aspects of offensive and defensive systems. It appears that a great deal of development time and refinement has gone into the production of Cardassian disruptor weapons, as the **Cardassian disruptor rifle** is considered to be one of the most reliable and trustworthy weapons of its type. Cardassian hand weapons are noted for their simplicity and effectiveness in the field, with their much larger counterparts presenting a formidable offensive capability to **Gakor-** and **Hideki-**class vessels.

The largest versions of Cardassian disruptor technology are the **Type-5** devices used for planetary protection, such as the battery located on **Korma** in 2372. **Gul Dukat** and **Major Kira Nerys** score a victory against Klingon forces by adapting one of these heavy-duty weapons for use aboard the **Groumall**, eventually disabling and stealing a **Klingon Bird-of-Prey**.

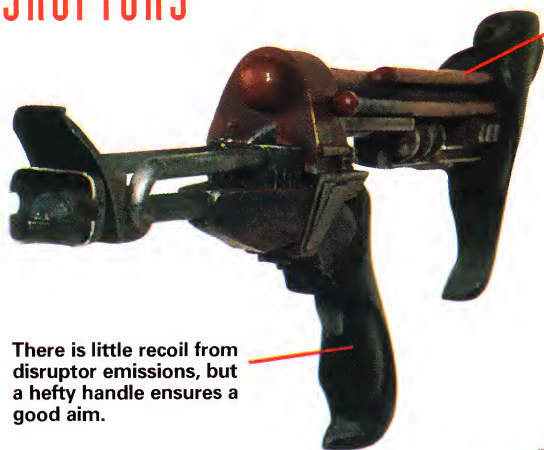
For a short period during the **Dominion War**,

the Cardassians fight alongside the **Breen**, who have been believed to have weapons technology rivaling that of Starfleet for many years, although precise information was scarce. In 2268, enough is known of Breen battle tactics to recognize the damage caused by their disruptor-style weapons, but far more first-hand information is gathered during their involvement with Dominion forces throughout the war with the United Federation of Planets in 2375. The offensive capabilities of their warships undergo dramatic developments and employ devices far in advance of disruptor technology. Breen soldiers appear to favor disruptor technology in the form of small and compact **Type-3 disruptor rifles**. As is typical of this kind of weapon, it fires a single burst of energy rather than the continuous beam typical of phaser-based devices.

Common utilization

Disruptor technology is not restricted to major military powers. Its use is widespread, from the armament of the mercenary **Arctus Baran's** vessel, to the side arms routinely carried by **Boslic freighter** captains during the 2370's. One aspect of disruptor technology is common: the extremely painful and often terminal wounds that are inflicted on a target not killed outright by the initial blast. In 2366, **U.S.S. Enterprise NCC-1701-D** crew member **Sandoval** is hit by disruptor fire, and takes a week to die of her injuries. Disruptor wounds can be extremely difficult to treat, and one particular kind of disruptor weapon, the **Varon-T disruptor**, is so inhumane in its operation that it is banned by the United Federation of Planets. Only five exist, four of which are owned by the **Zibalian** trader **Kivas Fajo**, who turns one on his assistant **Varria** in 2366. The Varon-T weapon disrupts the body from the inside out, causing a slow and excruciating death. It is little wonder that its use is not tolerated.

DISRUPTORS

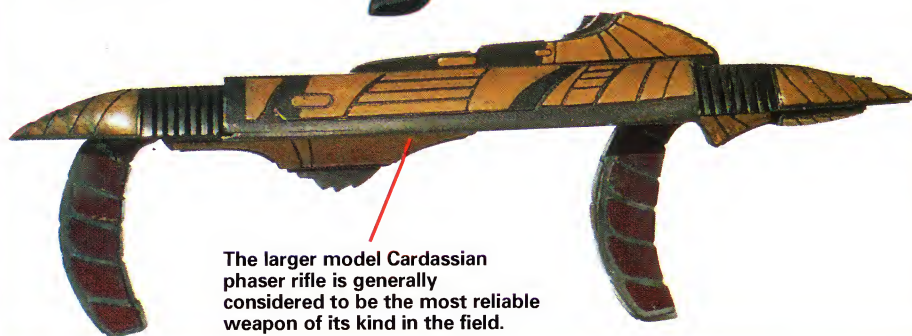


There is little recoil from disruptor emissions, but a hefty handle ensures a good aim.

The Klingons also employ a larger, rifle version of their disruptor sidearms.

For all occasions

Most races that utilize **disruptor** technology do so in a variety of weapon models, from small handheld pistols, to larger disruptor rifles, to ship-mounted weapons capable of devastating a planet's surface.



The larger model Cardassian phaser rifle is generally considered to be the most reliable weapon of its kind in the field.

▶ **Arctus Baran's mercenaries are armed with a variety of deadly sidearms, including a number of different models of disruptor rifle. They are quick to fire the weapons.**



Portable Forcefields

Starfleet away teams never know where or when they may need additional protection from the elements or their enemies. Several models of portable forcefield generators are in use during the 24th century, ensuring that such protection is always on hand.



The generation and projection of forcefields is one of the fundamental technologies required for successful space travel, affording crucial protection to the exterior of a vessel and playing a vital role in maintaining the structural integrity of a ship at faster-than-light speeds. Forcefield technology is also used widely in other applications on both Starfleet vessels and space stations; devices can be employed in a variety of situations from securing prisoners in the brig to providing high levels of protection against possible infections or viruses that may contaminate the crew. The value of forcefields extends far beyond

their integration into starships and structures: there are many occasions when the generation of such a protective barrier is crucial to the survival of an away team or military force undertaking their day-to-day duties. It is for this purpose that Starfleet and other technologically advanced races have developed portable forcefield generators for use during hazardous missions.

Standard models

Forcefields are usually employed as protective devices, designed to emit an impenetrable high-energy electronic barrier that will fend off weapons fire, counter hostile exterior environmental conditions,



Starfleet medical personnel on Ajilon Prime rely on portable forcefield emitters to keep out the Klingon forces that are attacking the field hospital.

A portable forcefield emitter set up on the Ba'ku colony world, projecting a barrier over the mouth of a cave in which villagers take refuge from the Son'a.

or deflect potentially dangerous objects from personnel in the field. Portable forcefield emitters and power generators are standard-issue field equipment on many away missions. They are generally stored on board any active duty

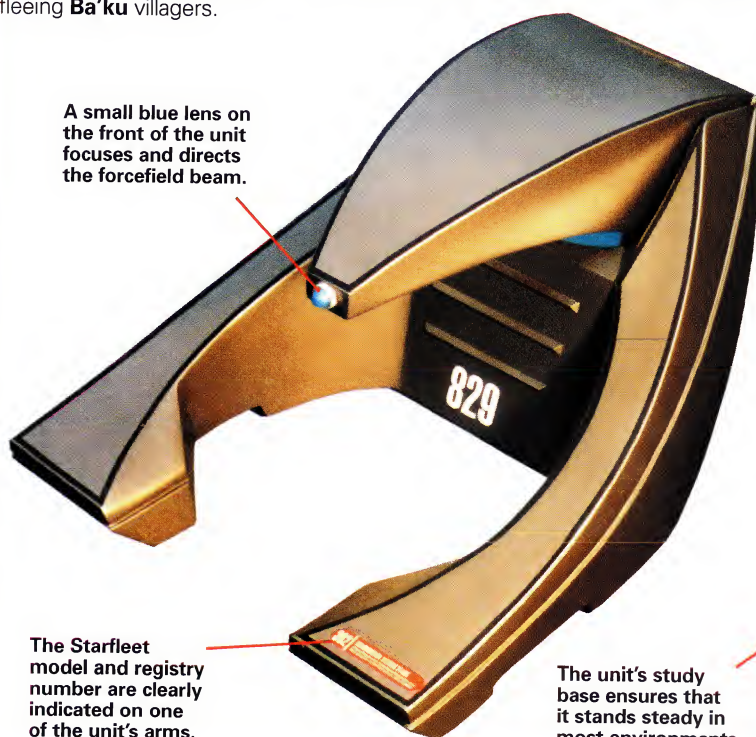
vessel, such as the U.S.S.

Enterprise NCC-1701-E, so that they are readily at hand when needed for hazardous missions.

The advent of hostilities with the Klingon Empire in 2372, and the subsequent war with Dominion

MOBILE FORCEFIELD GENERATORS

Safe haven Starfleet officers use this model of portable forcefield generator in 2373, to prevent the Son'a transporter drones from reaching the fleeing Ba'ku villagers.

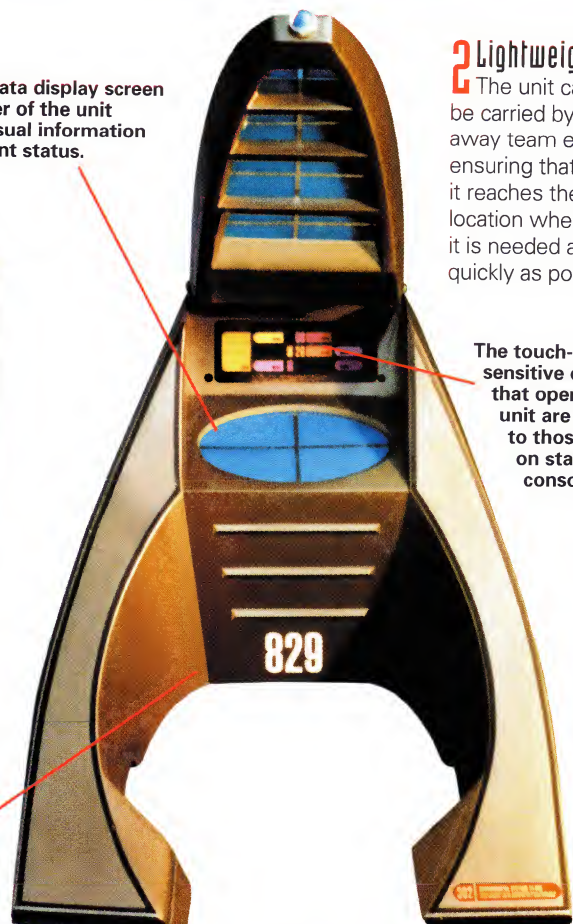


A small blue lens on the front of the unit focuses and directs the forcefield beam.

The Starfleet model and registry number are clearly indicated on one of the unit's arms.

The unit's study base ensures that it stands steady in most environments.

A circular data display screen in the center of the unit provides visual information on its current status.



2 Lightweight

The unit can be carried by an away team easily, ensuring that it reaches the location where it is needed as quickly as possible.

The touch-sensitive controls that operate the unit are similar to those found on starship consoles.

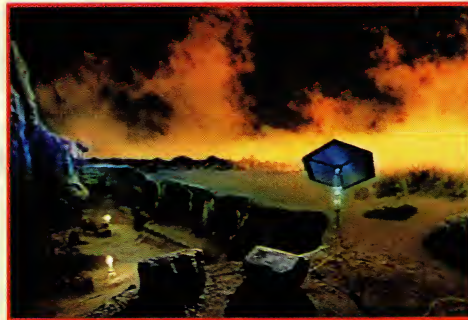
Portable Forcefields



▲ Portable forcefield emitters are standard issue on Starfleet vessels, and are stored in cargo bays until needed.



▲ Starfleet scientists on *Bersallis III* use thermal deflector units to protect themselves from the 300-degree heat.



▲ The thermal deflector units are small and easily carried, but they have to be set up and operated manually.

forces, finds many Starfleet outposts having to defend themselves from vicious attacks in which they may need to move their bases often and on short notice. The situation encountered by personnel on **Ajilon Prime** in early 2373, against the Klingons, is a typical example of how important forcefield protection can become in maintaining an effective security perimeter around a temporary outpost. Portable generators are stationed around the outside of the field hospital treating Starfleet casualties, and others are used to protect the civilian settlement nearby. When the hospital's power generator is damaged, the force-field generator is incapacitated. A portable unit from a Starfleet **Runabout** makes an adequate temporary replacement, but later models are designed to run on an internal generator.

The Klingon forces eventually overwhelm the field hospital's defenses, leading to the evacuation

of Starfleet personnel from the facility. This demonstrates that even the most sophisticated forcefield technology can only hold out against a sustained attack for so long.

Improved technology

The portable forcefield units used by **Captain Jean-Luc Picard** during his attempts to protect the **Ba'ku** people against their forced repatriation by the **Son'a** in 2375 are completely self-contained and can function in isolation from an additional generator. Captain Picard decides to act against the express orders of Starfleet to help the Ba'ku, and assembles away mission equipment for use on the planet's surface. This includes two distinct forms of portable forcefield devices: a number of mobile **transport inhibitors**, and protective forcefield generation units. The transport inhibitors are stored within standard Starfleet heavy-duty transportation cases,

and require some assembly in the field. Once they are activated, their self-contained power source generates a field that effectively blocks the attempts by Son'a vessels to beam the Ba'ku off their planet. The inhibitors are similar in design to **transporter dissipation units** used by many alien races, scattering any transporter beam by use of an electronic field, and preventing a successful lock being gained on an individual or group. The destruction of three inhibitor units in the subsequent aerial attack by the Son'a, however, leaves a large enough gap in the generated field to allow several Ba'ku to be transported off the planet. Small drones carrying **isolinear transporter tags** are therefore dispatched to target the Starfleet and Ba'ku personnel individually.

Added protection

Correctly anticipating the need for the generation of a protective electronic barrier, Captain Picard positions the portable forcefield generation units a number of meters from the entrance of a naturally formed cave, in order to produce a highly effective barrier from the pursuing Son'a drones. The forcefield generators are constructed from a lightweight and resilient dark-brown material, and consist of a larger base unit connected via a hinge to a smaller upper field projection head. They are designed to be positioned and activated extremely quickly. The

base unit consists of a pair of inwardly curved feet with a flat underside, giving maximum stability to the emitter and ensuring the projected field does not change position during activation. The upper surface of the supporting feet sweeps upward to form the top section of the central compartment, which contains a number of typical Starfleet touch-sensitive controls on its upper edge, directly above an oval screen with a reticule built into it.

The curved emitter head has a series of illuminated blue panels within its interior and protects the base unit's controls when seated in its active position at 90 degrees to the base, dropping into place once the forcefield generator has been calibrated and positioned as required. A small circular blue lens acts to focus the projected beam toward the area in which the invisible forcefield is to be erected. The unit is activated by a small hand-control unit once the Ba'ku and Starfleet personnel are within its confines. In keeping with most forcefields, the Starfleet portable unit is completely invisible until an object comes into contact with it – a localized blue distortion denotes impact with the field, accompanied by an electronic sound. The Son'a drones are successfully repelled by the forcefield, and are unable to penetrate the barrier projected around the cave's entrance, allowing most of the Ba'ku villagers to escape to safety through the extensive cave system.

KEEPING OUT THE GOOD GUYS

Soran's forcefield

In addition to Starfleet's mobile forcefield technology, other races utilize similar systems to protect their strongholds from unwanted guests. In 2371, El-Aurian scientist Dr. Tolian Soran uses an immense 50 gigawatt forcefield to ensure that his mountain-top base on the surface of Veridian III cannot be accessed by anyone other than himself. Captain Jean-Luc Picard is initially unable to breach the defense in his effort to curtail Soran's plan to destroy the Veridian star. Fortunately, the technology is not as sophisticated as Starfleet's forcefields; the scientist is unaware that a gap exists in the field beneath a small arch of rocks – a discovery that allows Picard to enter the restricted area.



▲ Picard is prevented from stopping Soran from firing his missile by a huge forcefield.

▲ As with most forcefields, the energy barrier is only visible when anything or anyone touches it.



▲ Some races, such as the Borg, project a protective forcefield around themselves. If such technology could be incorporated into uniforms, it would be a huge advantage.

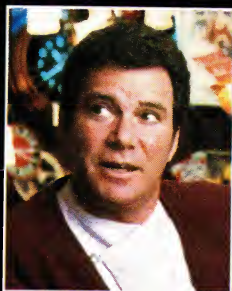


FILE 75 STAR TREK IV: THE VOYAGE HOME

STAR TREK IV: THE VOYAGE HOME Index

Part 1 Returning from their ordeal on the Genesis Planet, Admiral James T. Kirk and his loyal friends find themselves out of the frying pan and into the fire. Earth is under attack from a mysterious alien probe, and only a trip back in time can save the day — but will their stolen *Klingon Bird-of-Prey* be up to the task?

PERSONNEL



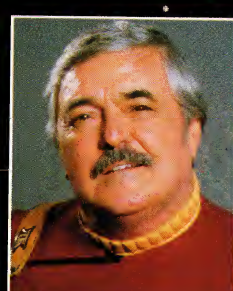
Admiral Kirk
File 43 Card 3A



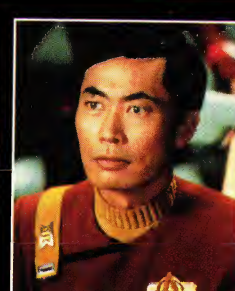
Captain Spock
File 43 Card 4K



Dr. McCoy
File 43 Card 5A



Cmdr. Scott
File 43 Card 6



Cmdr. Sulu
File 43 Card 7C



Cmdr. Chekov
File 43 Card 8



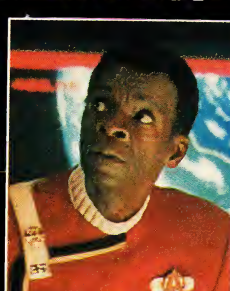
Cmdr. Uhura
File 43 Card 9



Cmdr. Chapel
File 43 Card 10



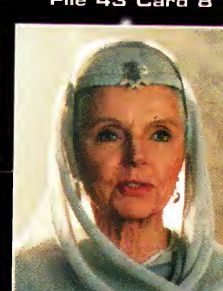
Lt. Saavik
File 43 Card 20



Admiral Cartwright
File 43 Card 107



Gillian Taylor
File 44 Card 5



Amanda Grayson
File 44 Card 6

CETACEAN PROBE



Cetacean Probe
File 42 Card 1

Earth is threatened by a huge alien probe that is attempting to communicate with a species of sea mammal that has been extinct for centuries. When the probe receives no reply to its transmissions, it starts to churn up Earth's oceans, causing terrible environmental damage all across the planet.

VULCAN MIND-MELD



Spock and the Mind-Meld
File 43 Card 4I

Spock uses a Vulcan mind-meld to 'speak' to Gracie, a hump-backed whale kept in the 20th-century's Cetacean Institute.

H.M.S. BOUNTY

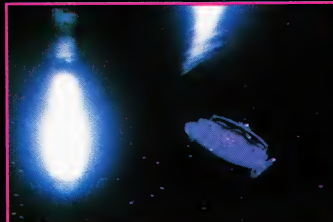
The crew of the destroyed U.S.S. ENTERPRISE NCC-1701 aptly rename their appropriated KLINGON BIRD-OF-PREY the H.M.S. BOUNTY.



H.M.S. Bounty
File 34 Appendix Card 1

STAR TREK IV: THE VOYAGE HOME Index Part 1

SARATOGA NCC-1937



▶ The U.S.S. SARATOGA is disabled as the probe passes by.

U.S.S. Saratoga
NCC-1937
File 31 Card 2H

VISITS TO EARTH'S PAST

Visits to Earth's Past
File 7 Card 3H

▶ Kirk and his companions find it difficult to navigate 20th-century hazards such as the traffic on busy roads.



▶ The Starfleet officers must find hump-backed whales in the 20th century. They hope that when the creatures are transported to the 2280's, they will be able to communicate with the deadly probe and stop it from destroying Earth.

CETACEAN INSTITUTE



The Cetacean Institute
File 7 Card 3I

▶ The Cetacean Institute is home to George and Gracie, a pair of whales.



STAR TREK IV: THE VOYAGE HOME FILES

SECTION 1: A GUIDE TO THE STAR TREK GALAXY

7 3H VISITS TO EARTH'S PAST

7 3I THE CETACEAN INSTITUTE

SECTION 2: A GUIDE TO FEDERATION STARFLEET

19 7 USING GRAVITY TO TIME TRAVEL

31 2H U.S.S. SARATOGA NCC-1937

SECTION 2: A GUIDE TO NON-FEDERATION STARFLEET

34 APPENDIX CARD 1
H.M.S. BOUNTY

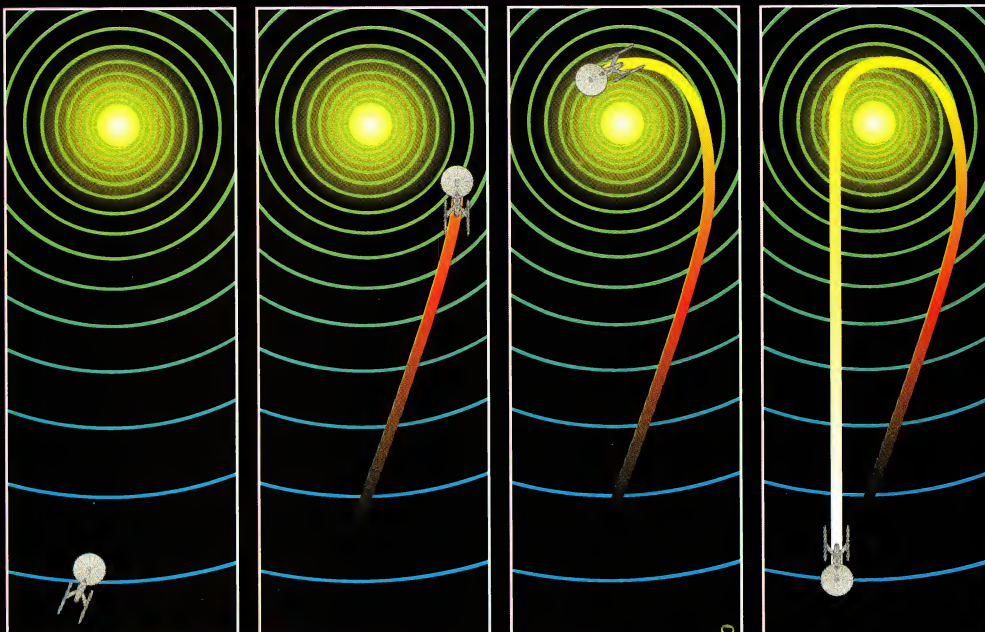
SECTION 4: PERSONNEL FILES

43	3A	KIRK
43	4K	SPOCK
43	5A	McCOY
43	6	SCOTTY
43	7C	SULU
43	8	CHEKOV
43	9	UHURA
43	10	NURSE CHAPEL
43	20	LT. SAAVIK
43	107	ADMIRAL CARTWRIGHT
44	5	GILLIAN TAYLOR
44	6	AMANDA GRAYSON

SECTION 6: STARSHIP LOG

75 STAR TREK IV: THE VOYAGE HOME

THE SLINGSHOT MANEUVER



Using Gravity to Time Travel
File 19 Card 7

▶ Starships are able to use the 'slingshot effect' to travel through time. Flying close to a source of dense gravity, such as the sun, draws the vessel in and then literally throws it away at faster-than-light speeds. It was the U.S.S. ENTERPRISE crew who discovered this effect, but it has never before been tried in a Klingon ship.



update

Interspatial Aliens

These **nucleogenic life forms** from another dimension were friendly toward the **Ankari**, a **Delta Quadrant** species. When they



were hunted for fuel by **Captain Ransom**, they avenged themselves on him and his ship for the atrocities committed against them.

(*Starship Log: 'Equinox'* [VOY])
SEE FILES 18, 31, 43, 71

▲ The **Interspatial Aliens** were known to the **Ankari** as '**Spirits of Good Fortune**,' but proved to be anything but this to the desperate crew of the **U.S.S. EQUINOX**.

interspatial flexure

The scientifically correct term for a wormhole, according to the **Delta Quadrant's** leading expert, **Torat**. **Torat** helped **Captain Janeway** find an interspatial flexure that allowed **Brenari** telepaths to escape persecution. (*Starship Log: 'Counterpoint'* [VOY]) **SEE FILES 18, 71**

Inyo, President Jaresh-

SEE **Jaresh-Inyo**

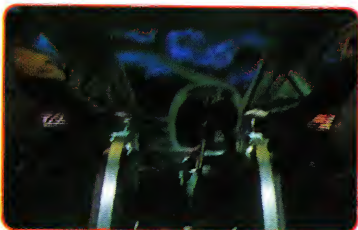
ion mallet

Equipment used in the sport **parrises squares**. The **Doctor's** holographic daughter, **Belle**, threw a fit when she could not find her ion mallet. (*Starship Log: 'Real Life'* [VOY]) **SEE FILES 56, 71**

ionic front

An interstellar dust storm made of ionic particles. A **Level-7** ionic front, traveling at 33000 kph, slammed the **Delta Flyer** into an asteroid, nearly killing its crew – **Samantha Wildman**, **Tom Paris**, and **Tuvok**. (*Starship Log: 'Once Upon a Time'* [VOY]) **SEE FILES 29, 43, 71**

▶ **Tom Paris, Samantha Wildman, and Tuvok** were trapped beneath the surface of an asteroid after their ship was buffeted by a severe ionic front.



Irina

Female pilot who planned to detonate the **Delta Flyer** at the finish line of the **Antarean Transtellar Rally**. She hoped to disrupt the tenuous peace achieved in her sector of the **Delta Quadrant**. (*Starship Log: 'Drive'* [VOY]) **SEE FILES 18, 40, 58, 71**

isoconvective oven

Type of cooking unit used in the **Delta Quadrant**. The merchant **Abaddon** claimed to have a new isoconvective oven in stock. (*Starship Log: 'Alice'* [VOY]) **SEE FILES 42, 71**



▲ **Irina** posed as an attractive racing pilot to gain the trust and help of the **U.S.S. VOYAGER** crew, but was in fact a terrorist working to a particularly sinister agenda.

isodine coupler

Engineering hand tool that **Rom** used in the **mirror universe**, while installing the **U.S.S. Defiant NX-74205's** stolen **cloaking device**. (*Starship Log: 'The Emperor's New Cloak'* [DS9]) **SEE FILE 70**

isodyne

Unit of **warp engine** plasma. **Captain Janeway** expelled three million isodynes of plasma from the **U.S.S. Voyager NCC-74656's** nacelles to keep the ship from being pulled into a **gravity well**. (*Starship Log: 'Gravity'* [VOY]) **SEE FILE 71**

isolation matrix

This additional computer security algorithm surrounds sensitive areas of a system, and provides a greater level of protection. Hackers, such as **Krole** of the **Orion Syndicate**, find the encryption lockouts in isolation matrices particularly tough to crack. (*Starship Log: 'Honor Among Thieves'* [DS9]) **SEE FILES 18, 70**

isolation sickness

A mental condition caused by the sensory deprivation that results from extended periods of solitude. The junk merchant **Abaddon** blamed isolation sickness for an **Harkonian** pilot's encounters with what the pilot believed to be a ghost. (*Starship Log: 'Alice'* [VOY]) **SEE FILE 71**

isolation suit

Loose-fitting **Starfleet** jumpsuit with a built-in, portable **cloaking device**. **Federation** sociologists studying the **Ba'ku colony world** in 2375 wore isolation suits in order to remain undetected by the natives. (*Starship Log: Star Trek: Insurrection*) **SEE FILES 19, 59, 80**



Interspatial Aliens

interspatial flexure

Inyo, President Jaresh-

ion mallet

ionic front

Irina

isoconvective oven

isodine coupler

isodyne

isolation matrix

isolation sickness

isolation suit

isolinear frequency

isolytic subspace weapon

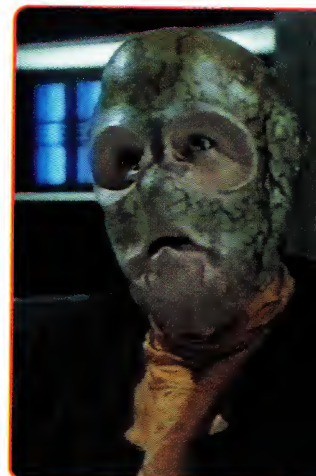
isomagnetic disintegrator

isomodulator

isomolecular scanner

isoprobe

itinerant pulsar



▲ **Delta Quadrant** wormhole expert **Torat** referred to wormholes as **interspatial flexures** – a term not generally used by **Alpha Quadrant** scientists.



▲ **Isolation matrixes** make computer systems more difficult to hack, but cannot keep out the most talented criminals.

◀ **Starfleet** sociologists wearing **isolation suits** could not be seen by the local **Ba'ku** population, but were visible to their colleagues in an observation post, who watched them through a special screen.



isolinear frequency

This signal, encountered in **chaotic space**, is a type of nucleotide resonance frequency that alters human molecular bonds and DNA. It was broadcast by the chaotic space beings so that their exit instructions could be perceived and understood. (*Starship Log: 'The Fight' [VOY]*) **SEE FILES 18, 71**



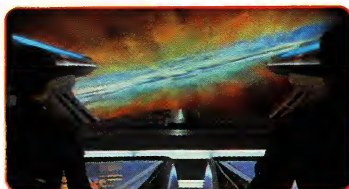
▶ The chaotic space beings used an **isolinear frequency** to communicate with the human Commander Chakotay. Chakotay received these messages in the form of hallucinations that led him to believe he was going mad.

isolytic subspace weapon

This weapon of mass destruction is prohibited from use by the second **Khitomer Accords**, as it threatens the fabric of space. The **Son'a** used an isolytic subspace weapon against the **U.S.S.**

Enterprise NCC-1701-E. (*Starship Log: Star Trek: Insurrection*) **SEE FILES 18, 40, 80**

▶ The **Son'a** used an **isolytic subspace weapon**, in violation of the Federation ban on such dangerous technology.



isomagnetic disintegrator

Jean-Luc Picard used this bazooka-sized **Federation** weapon in 2375 against the **Son'a**, during their attempts to kidnap the colonists on the **Ba'ku** planet. (*Starship Log: Star Trek: Insurrection*) **SEE FILES 60, 80**

▶ **Worf**, as well as **Picard**, found the **isomagnetic disintegrator** to be a most efficient weapon.



isomodulator

Standard engineering hand tool. **Seven of Nine** brought an enhanced isomodulator, capable of rectifying hull ablation, on a mission during which she expected to encounter a meteoroid stream. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILES 29, 71**

isomolecular scanner

Cardassian medical scanner. The **Dr. Crell Moset** hologram opined that an isomolecular scanner was far more sensitive than **Starfleet's** **medical tricorder** and an absolute necessity for studying **cytoplasmic life forms**. (*Starship Log: 'Nothing Human' [VOY]*) **SEE FILES 13, 18, 56, 71**

▶ **Cardassian isomolecular scanners** are considered to be superior to **Starfleet's** **medical tricorders** – at least by members of the arrogant and brutal race such as **Dr. Crell Moset**.



isoprobe

An extremely precise medical tool. In an alternate timeline, the **EMH** used an isoprobe to extract **Seven's** **inter-plexing beacon cranial implant** and determine her **Borg translink frequency**. (*Starship Log: 'Timeless' [VOY]*) **SEE FILES 5, 66, 71**

▶ The **EMH** used an **isoprobe** to determine that **Seven of Nine's** **Borg translink frequency** was precisely **108.44236000**.

itinerant pulsar

Extraterrestrial body that produces intense electromagnetic radiation. **Lt. Reginald Barclay** created a **communications microwormhole** by transmitting a 60 terawatt **tachyon beam** from an **interdimensional transponder array** to a Class-B itinerant pulsar. (*Starship Log: 'Pathfinder' [VOY]*) **SEE FILES 29, 32, 71**

▶ An **itinerant pulsar** was a vital link in the communications chain that transmitted messages from the offices of **Project Pathfinder** on Earth, to the **U.S.S. VOYAGER NCC-74656** in the **Delta Quadrant**, halfway across the Galaxy.

